

MCCC NEWS

Mid-Cities Commodore Club, Inc.

March 6

Vol. 3

Issue 3

PRESIDENT'S COLUMN

BILL RAECKE

By this time most of you know that the MCCC is cooperating with SCOPE to bring Jim "Mr. Commodore" Butterfield to the area for a weekend. This will be a unique opportunity for all of us to learn a little from the master. I would like to use a little space here to bring everyone up to date on the latest plans for the visit.

The date has now been set for the weekend of May 11-12. Saturday morning and afternoon will be devoted to one or two workshops in Basic or some other topic of interest to beginning and intermediate computer users. The exact format for Saturday is still being negotiated with Jim and will be influenced by your response to the questionnaire enclosed elsewhere in this newsletter. Sunday morning and afternoon will be devoted to a workshop in machine language. In addition to the workshops, there will be a talk on Saturday night which will be largely entertainment in nature.

There will be fees charged for events in order to offset the costs to the clubs. The machine language workshop will cost \$15 for the entire day. The Saturday sessions will cost \$10 for morning or afternoon, or \$15 for both. The charge for the Saturday night session will be a token \$1.

The major problem is going to be the limited number of seats available. The Saturday night session will be open to all, but because the workshops will be hands-on, we will only be able to accommodate 50 in each session. Tickets will be made available in late March or early April and will be on a first-come

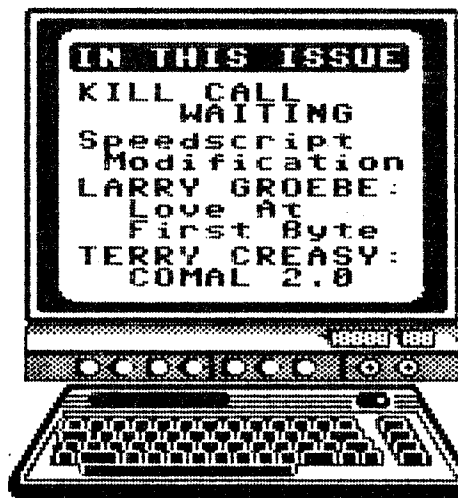
first-served basis - so get your money ready!

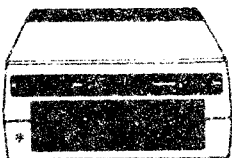
ED. NOTE: Bill informs us that all MCCC chapters have now voted on the proposal to invite Jim Butterfield. The motion has been approved almost unanimously.

HINTS & TRICKS

POWER PAC TIP-Does the POWER PAC for your computer remain on when you turn off your computer? This can greatly reduce its lifespan. Put it on a switched receptacle and turn it off when you turn off the rest of your equipment.-Dan Deacon

**THANK YOU VERY MUCH
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The MCCC NEWS is the official publication of the Mid-Cities Commodore Club (Dallas/Ft. Worth, TX). Editorial contributions are welcome from anyone anywhere in the world of Commodore. We welcome readers' comments, especially regarding any significant errors or omissions, and we will attempt to publish any corrections in later issues.

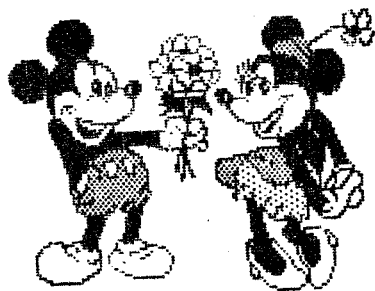
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The MCCC NEWS accepts advertising from both members of the club and from commercial establishments. This is an opportunity to reach over 500 members of Commodore computers.

Member rates are free for classified ads. These ads must be computer related and not of a commercial nature. A commercial ad is defined as one where you are running a business and are selling the same item or items to many people. Members submitting such ads will be charged commercial rates.

COMMERCIAL RATES are as follows: \$60.00 per full page ad; \$30.00 per half page ad; \$20.00 per quarter page ad; and \$10.00 per business card. Non-members will pay commercial rates.

The deadline for submissions to the MCCC NEWS will be the first day of each month. PAYMENT MUST ACCOMPANY AD COPY. Make all checks payable to 'Mid-Cities Commodore Club' and mail the ad copy along with your check to: Michael Cramer, 1353 Kathryn Court, Hurst, TX 76053.



MARCH						
S	M	T	W	T	F	S
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3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

MEETINGS

Mar. 2 Board of Directors Mtg. 10 AM
Hurst Public Library

Mar. 9 Arlington Chapter 1:00 PM
Arlington Community Center
Vandergriff Park on S. Center

Grand Prairie Chapter 1:30 PM
Grand Prairie Public Library

Mar. 16 HEB Chapter 1:30 PM
Hurst Recreation Center

Ft. Worth Chapter 1:30 PM
General Dynamics Rec. Area

February 16 is the
Newsletter Deadline
for the March Issue.

Mar. 18 Ft. Worth Night Chapter 7 PM
St. Elizabeth Episcopal Church
3910 Block Oak
River Oaks Addition

Mar. 19 Grand Prairie Chapter 6 PM
Grand Prairie Public Library



COMING

UP



LOVE AT FIRST BYTE

BY LARRY GROEBE



Last issue I dashed off what was admittedly, a love letter to Commodore.

Allright. Valentine's Day was LAST month. And although you can love someone, you can simultaneously dislike certain of their features and/or pick arguments with them. As much as I love CBM, I am not blind to their faults.

And they have 'em.

You can start with the original keyboard on the very first PET. Goodness, how Commodore thought that anyone past the age of 6 could type on it is beyond me. It's a miniature matrix of tiny calculator keys that only LOOKS like a typewriter keyboard. Once you try hunting and pecking on it, you'll know what I mean.

Or how about the 1541 disk drive? Priced well, to be sure; but there are cassette recorders for other computers on the market that can transfer data faster than this diskette. Or even the Datasette when you use TurboSave.

Or worst of all, the Plus/4 and 16 computers. The 16 is a machine without any audience, and the Plus/4 is just plain cheap, with "enhancements" so awkward and limited that it would be better to buy a C64 instead.

These mistakes are all in the past and cannot be corrected. But how do the newly announced computers, the 128 and the LCD, stack up? Do the new machines bode well for Commodore's future?

The 128 first: Two thirds of it, I like. First, it is completely compatible with the 64, which achieves a couple of things. A lot of 64 owners will find the new machine most appealing. And new-computer owners won't suffer from the problem that strikes many new machines - that being no software for the first year.

Then there's the 128 mode which offers a lot of enhancements, most notably, improved BASIC, faster disk access, and twice the screen resolution (which means...80 columns!)

On the other hand, there's that 3rd mode...CP/M 3+. CP/M??? When was the last time you saw a CP/M 3+ program at your local Videoland? or even Computerland? Oh well, two out of three modes isn't bad, I guess.

The other new CBM computer is the LCD. (Now who wants to pronounce CBMLCD?) If this machine turns out to be ANY good it could turn out to be VERY good, indeed. We'll know only when we see how well the permanently built-in integrated software works. If it works as well as that in the Radio Shack Model 100, we have a winner. If the functionality is on the order of the Plus/4, well...

But combine an 80-column machine with GOOD software, the ability to take it anywhere and use it within 2 seconds of turning it on, AND the ability to plug it into the Commodore disk drive and exchange files, and we have a machine that I could find a dozen real uses for without any trouble.

I urge you to take a close look at the LCD.

Of course if it doesn't thrill you, well, there's always the Amiga computer to be unveiled this summer...



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NEW COMMODORE COMPUTERS

From COMMODORE INTERNATIONAL, LTD.
Las Vegas Convention Center
Las Vegas, NV (January 5, 1985)
(Ed. Note: Downloaded from Compuserve)

Introducing:

The Commodore 128K Personal Computer
(Expandable Up to 512K)

Commodore International, Ltd. today introduced the new Commodore 128 Personal Computer. The company's most powerful entry into the personal computer market.

According to Marshall Smith, President of Commodore International, Ltd., "The Commodore 128 Personal Computer, with expandability, compatibility and new peripherals, offers by far the superior price/performance system in the personal computer industry. We feel confident that these advantages position the Commodore 128 Personal Computer ahead of the two other leading comparable computers available."

The Commodore 128 Personal Computer has the following features:

- * 128K RAM Expandable to 512K using RAM disk option
- * User selectable 40/80 column full color display.
- * Ability to run off-the-shelf CP/M software programs such as Wordstar (tm), dBaseII (tm), the Perfect (tm) Series.

- * Compatibility with all Commodore 64 peripherals and over 6,000 software programs.
- * 92 Key typewriter-style keyboard including a numeric keypad.
- * Operates with optional mouse controller.

The C128 Computer has contemporary styling in a light beige case, 92 key typewriter-style keyboard, 14-key numeric keypad, eight programmable function keys, six cursor keys, and a HELP key. The expandability of to 512K RAM (in increments of 128K) affords the user greater data storage with rapid access and manipulation capabilities. It also affords software developers a greatly enhanced programming environment. Commodore is actively working with the major third party software developers to produce programs that utilize the computer's new capabilities.

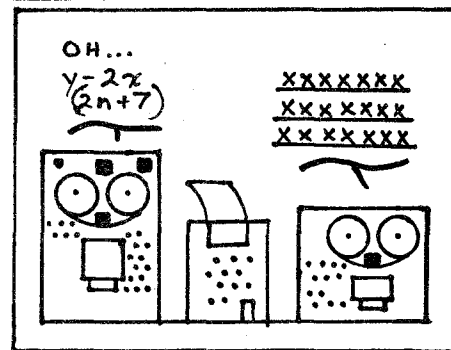
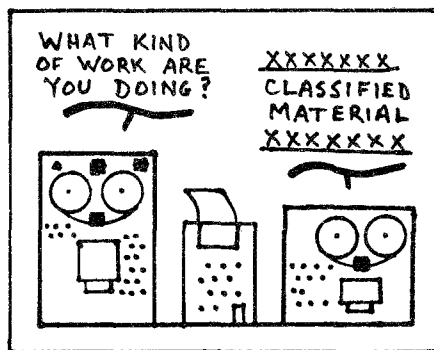
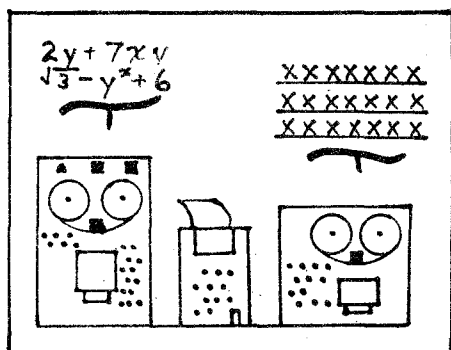
New peripherals for the Commodore 128 Personal Computer include:

- * 1/2 Megabyte fast disk drive (360K formatted).
- * RGBI Color Monitor with 40/80 column display.
- * Monochrome monitor with 40/80 column display.
- * 300 Baud auto-answer/auto-dial modem.
- * 300/1200 auto-answer/auto-dial modem.
- * Mouse Controller.

"The C-128 Computer will be available through the majority of our current retail outlets..." commented Frank Leonardi, Vice President, Marketing at Commodore Business Machines, Inc.

SHORT CIRCUITS

BY PHIL RUFFIN



REVIEW-MUMMY'S TOMB

CYMBAL SOFTWARE

In keeping with our tradition of trying to review a little bit of everything, including what's hot & what's not, I recently spotted this program on the shelf in VIDEOLAND. Most people have not heard of this new game by Cymbal Software. The game is by no means a well known "SMASH HIT" but in many respects could become one. I appreciate when a software company bothers to put pictures of actual screens on the outside of the box. The pictures at least make some representation of what one can expect to find after they purchase the software.

MUMMY'S TOMB is an arcade maze game that claims to be "INFINITELY VARIABLE" which is a nice change from other games of this type which soon become very repetitious at least on the lower levels. The game's object is to gather treasures while avoiding the snakes, bats, spiders and mummies that chase you throughout the mazes. On each level the pursuers move more quickly than before making your challenge progressively more difficult. On the higher levels where the MUMMIES chase you they are equipped with fireballs. Your environment on each level consists of a series of nine rooms arranged in a three by three square. Each room consists of a maze with a treasure chamber in the center. There are two entrances to each treasure chamber signified by white keyholes at either end. Each room also contains a colored key and a white sword. The treasure chamber can only be opened by the key that corresponds to the color of that maze. The keys are in a different place each time the game is played so it is not possible to develop patterns. Once you have the key for the room you're in the keyholes will flash indicating it is safe to enter the treasure chamber. Inside each treasure chamber is a unique treasure. There are nine different treasures, each with a different quality. There are treasure chests, gold crowns, diamonds, orange lanterns and even blue cowboy boots.

These treasures allow you to move faster during parts of the game or to teleport to a different room at the press of a key. There is a status board at the bottom of the screen that allows you to keep this all straight.

This game is a real challenge and has enough variables to keep even the best game players on their toes. Priced under \$20.00, it is one of the best games of its type.

DISK DEFAULT FOR C-64

CATALINA CCC

This program automatically adds a comma 8 after the load command.

```
10 i=679
20 read a: if a=256 then 1000
30 poke i,a:i=i+1:goto20
679 data 169,188,141,48,3,169,2
686 data 141,49,3,169,195,141,50
693 data 3,169,2,141,51,3,96
700 data 162,8,134,186,76,165,244
707 data 162,8,134,186,76,237,245,256
1000 print"disk defaulter activated
1010 print"use run/stop restore to
deactivate
1020 print"type sys 679 to reactivate
1025 print"you do not have to use 8
with the
1026 print"load, save, and verify
commands."
1030 sys 679
```

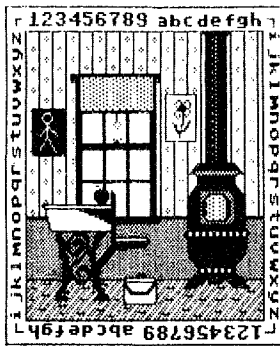
HINTS & TRICKS

COLOR POKES: It's easy to determine the right color poke for the 8 colors shown on the front of your numeric keys. Just subtract 1 from the number on top of the key. FOR EXAMPLE:

```
POKE53280,3 gives a CYAN
border.
POKE53281,2 gives a RED
background.
POKE646,7 gives yellow
characters
and cursor.
```

Don't like this color combination?? Experiment a little to see what looks best on your color monitor.

From COUGAR, Phoenix, AZ



TERRY CREASY'S ROOM

COMAL 2.0
3 MONTHS AFTER THE
CARTRIDGE ARRIVED!

The version 2.00 COMAL cartridge (a 64K EPROM) provides an exceptional operating system and programming language for the Commodore 64. The many changes made to the system can really give you the impression that you are working with a larger machine. Once again, I will discuss some of the advantages (and problems) of programming in COMAL 2.00.

THE EDITOR

The C64 KERNAL EDITOR, let's call him ED, is a utility program everyone uses; when you turn on the machine ED immediately tells you the system is READY and then waits for you to type something at the flashing cursor. Standard ED built into the 64 is one of the most capable in any micro. By now, you are probably familiar with the powerful capabilities of full-screen editing and the curious logic behind quote mode (wherein a cursor-down key typed after a quote prints a control character instead of the cursor down you wanted.). The writers of 2.00 have made several additions to good old ED and those changes really reduce programming hassles.

First, commands have been added to make ED more like a word processor. FIND and CHANGE help you by making it very easy to find or modify any text in the program. The syntax of these commands is:

FIND text

CHANGE old text , new text

There are other uses for the FIND command; if you can't remember the exact name of a procedure, you can FIND PROC and the first line of each procedure will be listed.

The upper- and lower-case rules have been changed as well. You can type in COMAL keywords as any combination of characters (List, LIST, or

LiSt) and they will be changed to upper case. Any words that are not reserved, such as variable names, print in lower case: PROC first'(array()) CLOSED. You can switch to the old way, i.e. all words in same case, if you like with:

```
USE SYSTEM
KEYWORDS'IN'UPPER'CASE
(FALSE) - (all words in lower case)
```

```
or NAMES'IN'UPPER'CASE (TRUE)
- (ALL WORDS UPPER CASE)
```

The definable function keys and the new control code keys can save on keystrokes when you are writing programs. The eight function keys can have two sets of definitions, one in immediate (programming) mode and the other when a program is running. These are set with the instruction DEFKEY, which is part of the system package. Any string you can print on the screen can be assigned to the keys: DEFKEY(1,WASTED FUNCTION KEY, SORRY!""13"""). The strange looking 13 is how ASCII code for a carriage return is written in the 2.00 system (this new way of writing ASCII will be discussed below).

The control keys round out the new functions available. For text editing there are keys for advancing or retreating one word at a time, CTRL F and CTRL B respectively; jumping to the end of line, CTRL L; and erasing from the cursor to the end of the line, CTRL K. Screen dumps are easily accomplished; CTRL D and CTRL P will dump the graphics and text screens to Commodore or compatible printers.

When 2.00 is started, quote mode is not in effect. So if you try to enter:

```
PRINT "Hello CLR "
```

The clear screen command will immediately execute! No control characters are printed inside of quotes. As shown in the DEFKEY example above, ASCII codes must be used for the control characters. The code is entered between double quotes. For example:

```
PRINT CHR$(13) and PRINT ""13""
```

are equivalent operations. So, how can you program without screen code? Well, commands have been added to make screen

operations more understandable and easier. CURSOR will place the cursor at at desired spot on the screen: CURSOR (10,10). This is both easier than going into Quote Mode and counting out 10 down and 10 right cursor characters, and easier to read when listed.

PAGE will clear the screen, or, if sent to the printer, feed a page of paper. Should a Commodore 64 COMAL listing fall into the hands of an Apple II (or IBM PC, PDP-11, etc.) programmer using COMAL, the PETSCII for clearing the screen, 147, would probably be just as meaningless and confusing as the reversed heart character; PAGE makes the meaning of the operation clear. However, quote mode fanatics can call it back with:

```
USE SYSTEM
```

```
QUOTE'MODE (TRUE)
```

This programming environment has really improved what has always been a great piece of hardware. The COMAL 64 is the most enjoyable computer (for less than the price of a car) I've encountered yet!

Other Subjects:

Just as promised, my copy of the second version of the COMAL handbook arrived soon after the cartridge. Last time, I said there was no apparent way to use other drive devices (9 or 10) with the 2.00 version. Well, the method is quite apparent now! Device 8 houses drives 0: and 1:; this corresponds to the old way. Now, device 9 houses drives 2: and 3:, definitely a new way to look at drive addressing. If you want to save file on some other device you must indicate this IN THE FILE NAME.

```
SAVE "2:SEQFILER.COM" - save on device #9
```

Actually, file names have a lot of power in this version. Device numbers, true ascii, line feeds, and other options can be selected in the file name.

While writing a program in 2.00, I noticed both that the help screens were really flying onto the monitor and that the response of the system to keyboard input was immediate. What really showed the speed increase was a COMAL 0.14 graphics demo run with the cartridge. WOW! This is really fast! 2.00 is really noticeably faster.

PRAISE:

The second edition of Lindsey's COMAL handbook is terrific. The last appendix lists the COMAL keywords that are different from BASIC; this list saves much time and confusion when you are getting used to COMAL.

The BATCH processing capability of the system is very handy. BATCH processing lets you create a sequential disk file with a set of instructions that you would normally have to type into the computer one at a time. Then you can run the batch job and do other things with your time while the computer runs itself. A useful batch program for copying files was provided on the COMAL cartridge demo disk.

The COMAL 2.00 demo disk listed in the January 85 issue of the MCCC News is useless to 0.14 users because COMAL program files can only be read by the same version of COMAL that wrote them. To transport a program, it must be LISTed to the disk. To list all of those short files with LOAD filename, LIST filename.1 would have been a slow manual process (With the 1541 it is a slow automatic process as well). So I used the batch program to make the transfer. The system made the changes without a problem. The transfer took over two hours to complete. The disk is now in the MCCC club library, look for its directory elsewhere in this newsletter.

Two new data types are available in COMAL 2.00. In addition to strings, integers, and floating-point numbers, hexadecimal and binary numbers can be used. Now SYS \$C000, or mask:= %01101101 statements can be easily implemented. These can make special operations, e.g. sprite definitions, easier to perform.

COMPLAINT DEPARTMENT:

The system really does lock up a lot, especially when using the disk and printer together. (Usually during an attempt at saving the latest version of the program you're writing).

The disk drive operation of the COMAL cartridge is tiresome. The 1541 drive is an independent, intelligent disk drive. This saves the user some time when performing file housekeeping (copying, renaming, or validating). However, COMAL 2.00 waits for the disk to complete every

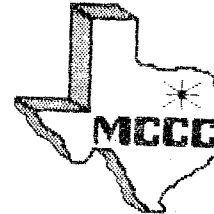
the routines, assembled, and then linked; but it sure would be nice to just type LINK name, with the files I have.

(2) The files must be written using the COMAL standard symbol set. This is a very powerful capability to have, but troublesome to use. You can extend COMAL in machine language and call your routines with new keywords, direct from the program, no SYS call required. The assembled extension would be called a package; to use the linked package a USE packagename command would be required in the program. The drawback to this becomes apparent when one reads the instructions for linking. "Make sure you have a copy of the file COMSYMB on your assembler disk", reads Appendix P. I don't! Does anyone out there have this file? Until the file appears, COMAL machine language loaders (READ byte, POKE location, byte) will have to be used. (Or sprite definitions, which can be linked to COMAL programs as well). Until next time...

operation and then checks for errors. Now the 64 is held-up during long validations and other disk operations.

It is "easy" to link machine language with a COMAL program. Load in the 2.00 program you wish to link the machine code to, then type LINK 'filename', where filename is the machine language routine file. These files must satisfy two conditions:

(1) They must be in the Commodore assembler format. Executable code, i.e. binary files, can't be linked. Well, I have a lot of binary machine code utilities that I would like to link to COMAL. Unfortunately, I don't have the object code. Sure, new source code could be generated from



REVIEW-GHOST CHASER

ADVANTAGE/ARTWORX

In GHOST CHASER you will meet Harry the Ghost Chaser and a host of strange adversaries as you explore the 16 different rooms of mysterious Fairport Manor. Points are scored each time you blast the various Phantom Ghosts which materialize at random, and believe me there are plenty. The only way to capture these spooky spirits is to find your way into the treasure room. Scattered throughout the manor are eight keys. As you find and collect these keys, additional doors open allowing you to go deeper and deeper into the manor. You must watch out though for the many tricky obstacles and above all, avoid contact with anything that moves!

The game is joystick controlled which allows Harry to jump, pick up things, drop things, duck and even jump and hang. The the graphics are designed to look 3-D, so at times I found Harry the Ghost Chaser a little bit hard to control but it added a little more challenge to the game. Overall the game quality was good to excellent with excellent graphics and screens (with the exception of a few boards with strange color combinations). The game is a real bargain in the under \$20.00 range and should prove to be a big seller. Again GHOST CHASERS gets my vote for a good quality game and a real fun one that should keep the family in good 'spirits'!!

RAINBOW SUBROUTINE

Reprinted from the Newsletter of the Hagerstown Users Group.

Here is a short routine that you can include in any BASIC or ML program. It will 'rainbow' the printed matter on the screen as it waits for a keyboard input. After keying in the program, list it to put printed matter on the screen; then type RUN. Type SYS 828 for a rainbow effect, or SYS 913 to rainbow the screen and change the background and border colors to black. Press any key to stop the action.

```
10 S=828: F=923
20 FOR AD=S TO F:READ DA:POKE AD,DA:NEXT
30 SYS913:REM FOR BLACK SCREEN COLOR
40 END
50 SYS828:TO LEAVE SCREEN COLOR ALONE
828 DATA165,254,133,253,169,216,133,252,
169,0
838 DATA133,251,160,39,165,253,245,251
846 DATA136,16,251,24,165,251,105,40,133,
251,65
856 DATA252,105,0,133,252,230,253
864 DATA165,253,41,15,133,253,208,2,230,
253,165
874 DATA252,201,219,208,216,165,251
882 DATA201,232,208,210,230,254,165,254
890 DATA41,15,133,254,208,2,230,254,162,
48
900 DATA160,0,200,208,253,202,208,248,16
5,198
910 DATA240,172,96,169,0,141,32,208,141
919 DATA33,208,76,60,3
```

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GRAND PRAIRIE NEWS

Following the Jan. 12 business session, Hank Barbre demonstrated several public domain programs from the MCCC Library. As long as we have good acceptance, we plan to use this library feature on a regular basis. Mac McClure demonstrated and discussed Synth-64. After a short lecture on the versatility of the SID chip, Mac played some requests from the menu. The meeting adjourned to personal computer problems ranging from setting up a newly acquired system for newcomers to debugging ML programs.

An evening session was held Jan. 22 for computer problems and education.

Next meeting: March 9, 1:30PM and March 19, 6PM, both at the Grand Prairie Public Library.

KILL CALL WAITING!

BY LAURA CLEMENTS

For those Commodore 64 owners trying to use a modem on a telephone line with call waiting, there aren't many solutions to the problems caused by incoming calls.

Page 68 of the Telelearning Modem User's Manual seems to have the answer. After loading the terminal program of your choice, pick up your phone and dial 9. Click the switchhook to receive the dial tone of your second line.

At this point, you can switch your modem's dial/talk switch to 'dial', hang up the receiver, and use the program's autodial feature. If your modem isn't capable of autodial, instead of hanging up the phone, dial the BBS number you wish to call. When the second dial tone is received, follow the normal procedure for your modem call.

In either case, anyone now calling will get a busy signal, and your connection cannot be interrupted by an incoming call.

REVIEW-THE PRINT SHOP

BRODERBUND SOFTWARE

By George Pope:

Reprinted courtesy of the Catalina Commodore Computer Club

Addicting! This program will make your 1525, and 801 stand up and be noticed. Also good for the Gemini (see caution) and Okidata. If you don't have one of these printers, do not buy without checking if it is good for your specific printer and interface as shown on the carton when you buy.

Other cautions. - Does not work with the 1526. Will not work with Epyx's "Fast Load". Obviously it will not work with a "Daisy wheel" printer.

Strong points. And are they strong! Many of the graphics in this newsletter were prepared using "Print Shop". It will make your greeting cards, posters, signs, banners. You can create your own bit-mapped graphics. Print designs, over print, cut and paste print (That's what we did with the newsletter). Not only that its friendly (easy to use and learn to use) and FUN.

Weak points. It is slow. That could be considered a "+" since when printing bit-mapped graphics it tends to overheat printheads. The slower speeds probably produce less wear and tear on the print head.

Comments: You are limited by only your own imagination. WANTED. If you buy Print Shop and create your own graphic images or find a new creative use for it, please share it with others in the club. We will print the ideas in the newsletter, and would like to get a disk or few of graphic art too.

Ed. Note: We would like to trade a disk of 'Print Shop' drawings with the Catalina Club. Please submit any or all your efforts and we will give you the results of this exchange.

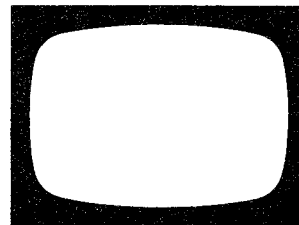
MEMBER ADS

Gemini printers for sale. Get a new NEAR LETTER QUALITY printer for \$250! The new SG-10 has all the 108 features plus. Call David Rye 284-5672. (I also have one 10X for \$195.)

WILLING TO PAY someone to hook up HOUSTON INSTRUMENTS (RS232C) to C-64.

WILLING TO PAY MORE if someone would write a program to make it do what I need!

Surely someone needs the challenge!
Call Roy Brewer at (817) 460-8122.



VIDEOLAND

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Hurst, Texas 76053
(817) 595-1003

SPEEDSCRIPT MODIFICATION

BY DAVID RYE

Do you get tired of ALWAYS telling Speedscript that you have a disk (tape)? There is a modification to have the program default to the disk automatically.

First, load speedscript but DO NOT run it. Then enter the following poke commands from the keyboard.

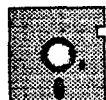
POKE4483,169
POKE4484,68
POKE4485,76
POKE4486,143
POKE4487,17
POKE4488,234
POKE4489,234
POKE4490,234
POKE4491,234
POKE4492,234
POKE4493,234
POKE4494,234

Now save it as D/SPEEDSCRIPT or whatever you like. If you want to always use TAPE use a POKE 4484,84.

NEW LIBRARY DISKS

CCCC Music #3

Yes, a new music disk. This one is for all classical music buffs. Selections include pieces by Bach, Beethoven, Gershwin and others. Listen as your 64 plays the classics.



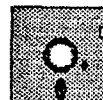
CCCC

MUSIC #3

6	"LOAD ME"	PRG	Load & run for instructions
0	"~~~~~"	USR	Disk header only-DO NOT LOAD
0	"~~~~~"	USR	" " " " " "
5	"BACHTOCATTA", 8:	PRG	Loader for the next 3 prgms.
19	"RECIT"	PRG	Bach's Tocatta & Fugue
38	"PART TWO"	PRG	" " " " " "
28	"PART THREE"	PRG	" " " " " "
0	"~~~~~"	USR	Disk header only-DO NOT LOAD
5	"NUTCRACKER", 8:	PRG	Loader for the next 3 prgms.
39	"NUTCR2"	PRG	The Nutcracker
37	"NUTCR3"	PRG	" " " " " "
43	"NUTCR4"	PRG	" " " " " "
0	"~~~~~"	USR	Disk header only
5	"PATHITIQUE", 8:	PRG	Loader for the next 2 prgms.
42	"RONDO"	PRG	Beethoven's Rondo
43	"BEETHOVEN"	PRG	" " " " " "
0	"~~~~~"	USR	Disk header only-DO NOT LOAD
4	"BUMBLE BEE", 8:	PRG	Loader for the next 2 prgms.
22	"FINA.C"	PRG	The Flight of the Bumble Bee
34	"JACK"	PRG	" " " " " "
0	"~~~~~"	USR	Disk header only
4	"RHAP IN BLUE", 8:	PRG	Loader for the next 3 prgms.
22	"RHAP138120"	PRG	Gershwin classic
39	"RHAP20276"	PRG	" " " " " "
25	"RHAP3"	PRG	" " " " " "
0	"~~~~~"	USR	*****
0	" CATALINA"	USR	" " " " " "
0	" COMMODORE"	USR	Do not attempt to run, list,
0	" COMPUTER"	USR	or load any titles on this
0	" CLUB, INC."	USR	disk that are followed by
0	" " " " " "	USR	the "USR" symbol. These are
0	" (CCCC, INC.)"	USR	disk headers only & not
0	" " " " " "	USR	programs.
0	" TUCSON, ARIZONA"	USR	*****
0	" " " " " "	USR	" " " " " "

CCCC Games #1

For all of our gaming members a new collection of fun & frolic, including 2 pinball games compiled using Pinball Construction Set. Also included is a good public domain version of Star Trek.



CCCC

GAMES #1

0	"-----"	usr	Disk header only-DO NOT LOAD
9	"-read me first"	prg	*** Introduction to disk **
0	" " " " " "	usr	Disk header
0	" " " " " "	usr	" " " " " "
0	"CC" pinball cccc	usr	" " " " " "
6	"pinball inst."	prg	Load & run for instructions
1	"pacc man"	prg	Loader for the next program
160	"pacc man.pb"	prg	Play pinball on your 64
1	"juggler"	prg	Loader for the next program
160	"juggler.pb"	prg	2nd computer pinball game
0	" " pinball end	usr	Disk header
0	" " " " " "	usr	" " " " " "
0	" " " " " "	usr	" " " " " "
0	"** star trek ***"	usr	" " " " " "
26	"star trek inst"	prg	Instructions for Star Trek
6	"boot star trek"	prg	Loader for Star Trek
109	"star trek vl.d"	prg	As commander of the Enter-
17	"star 1"	prg	prize, your mission is to
9	"star 2"	prg	defend the Federation and
1	"star 3"	prg	and Starfleet against its
1	"star 4"	prg	enemies, the Klingons
0	" " end star trek	usr	Disk header only-DO NOT LOAD
0	" " " " " "	usr	" " " " " "
14	"64 talk back"	prg	Your 64 becomes a wise guy
67	"baseball game"	prg	Keyboard controls pitch, hit
26	"football"	prg	As titled
17	"hangman"	prg	Popular game uses phrases
11	"Actopus"	prg	Guide octopus to the lair
23	"robot logic"	prg	Object is-get last android
0	" " end programs	usr	*****
0	" " " " " "	usr	" " " " " "
0	" cccc, inc	usr	Do NOT attempt to load, run
0	" tucson, az	usr	or list any titles on this
0	" " " " " "	usr	disk that are followed by
0	" programs from	usr	the "usr" symbol. These
0	" " pacc	usr	are disk headers only and
0	" prescott ariz	usr	not programs.
0	" " " " " "	usr	" " " " " "

AVAILABLE AT ALL
CHAPTER MEETINGS IN
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EXTENSIVE 10 PAGE
PACKAGE OF HELPFUL
INFORMATION
FOR THE COMMODORE
COMPUTER USER.

LIMIT: 1 PER MEMBER

DON'T MISS OUT!

ARLINGTON NEWS

We would like to draw particular attention to the location and time for the March meeting of the Arlington chapter. It will be held at the Arlington Community Center located in Vandergriff Park on South Center St. The meeting will start at 1:00 PM. The program subject will be the C-64 keyboard and will be presented by Steve Fogolini.

The chapter would like to thank Roger Hoggard for his excellent presentation on the 1541 disk drive. His professional advice should help extend the useful life of our drives significantly.

HEB NEWS

On March 16 the HEB Chapter of the will enjoy a two-part program.

First, Tony Jones will present a demonstration of modem software using Hal's terminal. He will also cover the topic of bulletin board programs.

Second, Randy Kusiv will show a voice recognition/synthesizer that uses a hardware/software combination. He will also demonstrate a graphic digitalizer for the C-64 called Computer Eyes.

The meeting will be at the Hurst Recreation Center on Mary Drive at 1:30 PM.

FT. WORTH NEWS

The next meeting of the Ft. Worth Chapter will be March 16 at the GDRA, Room 2 at 1:30 PM. The program will consist of reviews by several members of some of the club's public domain software.

Many thanks to John Bielefield for his discussion of the data base program. The Manager, at our last meeting.

Please contact a chapter officer with your ideas for future demonstrations and presentations.

PRE-REGISTRATION FORM FOR INTRODUCTORY BASIC PROGRAMMING

Ten hours of instruction meeting 4 or 5 class sessions.

Fee: \$5. plus Textbook (\$8.-12.)

Dates: Held in April, 1985.

Requirements: Commodore computer and MCCC membership.

NAME _____ Chapter _____

ADDRESS _____

_____ Phone: _____

Meeting Preferences: ☐ 9-11:30 AM Saturdays
☐ 7-9:30 PM Tuesdays
☐ Either

PLEASE RETURN PRE-REGISTRATION FORM TO: Garry Wordelman
413 Chisolm Trail
Hurst, TX 76054

For further information call Garry at (817) 281-7457.

New Commodore LCD Computer.

Commodore International, Ltd. introduced the Commodore LCD (Liquid Crystal Display) personal computer. This briefcase-size, lightweight personal computer comes with built-in software applications and a 300 baud auto-answer/auto-dial modem.

Weighing in at about three pounds, the LCD has built-in Commodore 3.6 BASIC, 32K RAM, and one of the largest screens available (80 column by 16 line LCD screen) using the new technology. It features a 72 key keyboard with eight programmable function keys and four cursor keys, and can run on AA alkaline batteries or an external power supply.

This portable computer is fully compatible with Commodore serial peripherals including the new 1571 fast disk drive, the 1541 disk drive, the MPS 802 and MPS 803 dot matrix printers and the DPS 1101 letter quality printer.

"The LCD leads the industry by offering more power, greater flexibility and larger screen imaging at an extremely attractive price," commented Frank Leonardi, Vice President, Marketing, Commodore Business Machines, Inc.

The LCD makes computing convenient for today's business traveler or student on the move. The broad range of built-in applications include word processing, file management, spreadsheet, address book, scheduler, calculator, memo pad and communications software making this the ideal lightweight portable computer for home or office.

ARLINGTON NEWS

The February meeting of the Arlington chapter was called to order February 9 at 10:40 AM by President Ray Montoro. He announced the improvised "Disk Master" disk for the public domain library directory. He also announced that Speed Script 3.0 would be in the March edition of Compute.

Bruce Jaster from Infomart announced the INDEX PC Show and explained the ideas which the Infomart is attempting to convey.

Unanimous approval was made committing club funds to cover expenses incurred by Jim Butterfield who has been invited by the club to conduct a weekend seminar this spring.

MCCC NEWS

Mid-Cities Commodore Club, Inc.

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